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Wizards of Wonder

By Megan Stine and H. William Stine

MAGIC MICRO™ WIZARDS OF WONDER Stine and Stine 0-590-33478-6

A MAGIC MICRO™ ADVENTURE

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by

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and

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Illustrations by Bert Dodson

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A Parachute Press Book

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For Pam and Kevin, who were bitten by the computer bug earlier than most.

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The programs in this book will run on these computers:

*IBM PC

*IBM PCjr.

*APPLE II +

*APPLE IIe

*COMMODORE 64

*VIC 20

*ATARI 400/800

*RADIO SHACK COLOR COMPUTER

*RADIO SHACK TRS-80

You are the star of the story!
You have the Magic Micro . . .

Your computer is about to take you into a world of adventure and excitement. The power of the Magic Micro is at your fingertips. All you need is your computer, the programs in this book, and a sense of adventure!

There are just a few rules. The programs in the book are in BASIC. So make sure you know how to put your computer in BASIC before you begin.

You must add a few lines to each program to make it run on your computer. When you come to a program in the story, type it just the way it appears. Then turn to the Magic Scroll section on page 60. You will have to add three or four more lines that are just for *your* computer. The Magic Scroll will tell you which lines to add — and sometimes there will be lines you have to take out.

Remember, you must type the programs exactly right. Even an extra space can make a difference. If you have trouble, put the program on your screen by using the LIST command. Check that version against the program in the book. Also, remember to type NEW before you start a new program. That clears out any leftovers from old programs. That's all there is to it.

Now your adventure can begin.

Chapter 1

It's one of those Saturdays. Nothing to do. Nowhere to go. You shuffle around your bedroom looking for something fun to do. "I'm bored!" you say out loud.

Suddenly the screen on your Magic Micro lights up.

I can take care of boredom, says the message on the screen.

You know it isn't kidding. Things are never dull with the Magic Micro around!

Are you ready for a most unusual adventure? asks Magic Micro.

"Sure," you answer. "Why not?"

If you are sure you're sure, then type in the following program. When you have typed in these lines, turn to pages 60-63 and type in the lines listed for your computer. Then run the program. Answer the computer when it asks *"Where are we going?"* by typing in the answer, *The Kingdom of Karn.*

PROGRAM 1

```
1Ø REM MAGIC TRANSPORT PROGRAM
2Ø PRINT "WHERE ARE WE GOING?"
3Ø INPUT P$
4Ø GOSUB 96Ø:GOSUB 9ØØ
5Ø FOR I=1 TO 15Ø
6Ø RX=MU:GOSUB 93Ø
7Ø GOSUB 98Ø
8Ø RX=SH:GOSUB 93Ø:VT=RD
9Ø RX=SW:GOSUB 93Ø:HT=RD
1ØØ GOSUB 91Ø
11Ø RX=AC:GOSUB 93Ø
12Ø PRINT CHR$(RD+AS)
13Ø NEXT I
14Ø VT=1:HT=1:GOSUB 91Ø
15Ø PRINT "YOU ARE NOW IN ";P$
16Ø END
```

Once again the Magic Micro has transported you into a strange and magical land. But where are you? All you can see is a dark

forest, thick with trees and vines. You take a few steps and bump into an old beat-up sign. It says: THIS WAY TO THE KINGDOM OF KARN. From the look of the sign, no one has traveled to the Kingdom of Karn in some time.

You stick your Magic Micro into your jacket pocket and begin to explore. You stop short. You hear a thundering sound pounding in the distance. It is approaching rapidly, getting louder and louder every second. Suddenly, a beautiful black horse bursts through the dense forest and pulls up right in front of you. The rider is a tall man — but that's all you can tell about him. He keeps his face covered with a black cape that is wrapped around his whole body.

"Uh . . . hi there," you stutter. Might as well try the friendly approach, you figure. "Can you tell me the quickest way out of this forest?"

"The Kingdom of Karn is not far off in that direction," says the rider in a deep voice, pointing a bony finger.

"Oh, good!" you say.

"That is *not* good!" booms the man in a voice so loud you jump back.

"My mistake," you mumble.

"The Kingdom of Karn is a kingdom of doomed people!" he continues. "They deny the rightful rulership of the great wizard Zark. For that foolishness, Zark has taught them a terrible lesson."

"What kind of lesson?" you ask.

But the black-caped rider does not answer. He spurs his horse and gallops away. Suddenly he stops and calls back to you, "Go back. You have been warned."

You've been warned? About what? And what kind of terrible lesson is this wizard teaching the people of Karn?

Your questions are interrupted by a rustling in the underbrush behind you. You turn and see the biggest, fiercest-looking pig you've ever seen, staring right at you. In fact, it's not a pig at all. The two small tusks under its snout tell you it's a wild boar! And it's getting ready to charge — right at you!

The boar comes running at you. He seems to think this is his forest and he doesn't want any visitors. You turn on your heels and start to run in the opposite direction. You'd better find a hiding place, because you won't be able to outrun this wild animal for long! But you're in luck — you spot an old, dead, hollow tree. You squeeze into the narrow opening in the trunk. You see the boar stop and look around. He can't figure out where you went. He shuffles off, looking confused. Whew! That was a close one.

You don't relax for long, though. From right above your head you hear a horrible sound. It gives you goose bumps! Is it the wind? No. It sounds like a man moaning and sobbing. Maybe you've found a haunted tree that cries . . . or maybe you're not hiding in there by yourself!

Chapter 2

The crying continues inside the tree, louder and louder.

"Who's there?" you call out.

"Leave me alone. I was here first," a voice answers.

Are you really having a discussion with a haunted tree?!

"Why are you crying, tree?" you ask.

"I'm not a tree. I'm a fool," the voice says.

"Oh, don't say bad things about yourself," you say.

"I'm not that kind of fool. I am Baffle, the King's fool," the voice says. "I am a court jester. And I'm stuck in the trunk of this tree and can't get out."

When you stand up in the hollow tree, your head bumps on Baffle's boots. His legs are dangling down from above you. You grab his feet and pull as hard as you can. The boots comes loose, but Baffle doesn't.

"How did you get stuck inside this tree trunk?" you ask as you pull on his legs.

"I tried to climb out of the tree when you climbed in," Baffle says. "I was trying to protect myself from elephants."

"I don't see any elephants here," you say.

"See? It works!" Baffle says and laughs a crazy, hiccuping laugh.

You always knew that joke was old. But you didn't think it was *this* old.

Finally Baffle squeezes down the tree trunk and you both step outside.

Night has fallen. In the moonlight, you and he get your first good look at each other.

Baffle is a short, round man. He's not young, but he has a childish grin on his face. His clothes are dirty satin, silver on the right side and black on the left. His

silver and black satin hat looks like an upside-down ice-cream cone. And its point is tipped over by the weight of a small silver bell.

"I was King Thalem's fool for thirty years. Now there is nothing for me to do," Baffle says.

"Can't you be a fool for the new king?" you ask.

"There is no new king," Baffle says sadly. "You must be a stranger here or you would know that."

"I am a stranger. Will you tell me the story?" you say.

"King Thalem had two sons, Jonador and his younger brother, Milton," Baffle begins. "I helped raise them since they were small. When their father died, they were supposed to rule the Kingdom of Karn together. But they cannot do it because of an evil wizard named Zark."

"I've heard of Zark," you say. "But what did he do?"

"Zark wanted to rule Karn. So he put a terrible spell on Jonador — a spell that tore

the two brothers apart. The spell is this: Jonador can no longer see his brother, Milton. Nor can he hear him talk. Everyone else in the room can see and hear Milton as clearly as you and I see each other," Baffle says. "But Jonador just stares as though Milton were invisible."

"Is that why you were crying in the tree? Because of what happened to the two brothers?" you ask.

"No, I was crying for the people of the Kingdom of Karn. Walk with me and I will finish the story," Baffle says.

A frog jumps across your path as you and Baffle head back to the castle.

"You are not from Karn, so you don't know about the Ring of the Purple Sea Mist," Baffle says. "But years ago, King Thalem made a promise. He swore to his neighbor, King Rafscol, that he would never wage war on Rafscol's kingdom. He also promised that within one year of his death, his sons would show Rafscol the Ring of the Purple Sea Mist. It would be a sign that Jonador and Milton would also

keep the peace. Well, the year is almost up and the ring has not been presented."

"Why don't they visit King Rafscol and show him the ring?" you ask.

"Because they don't know where it is," Baffle says. "Before King Thalem died, he gave one half of a secret message to each of his sons. They must put their halves together to find out where the ring is hidden. But now, Jonador doesn't even know where his brother is."

"Maybe Jonador could tell *you* his half of the message, and then you could tell Milton," you say.

"Jonador trusts no one. He thinks his friends in the castle are his enemies. He thinks we have kidnapped Milton and are trying to trick him. Meanwhile, Rafscol's kingdom is preparing to go to war. And still no one has been able to break the spell that Zark cast on Jonador," Baffle says sadly.

"Then we must hurry to the castle as quickly as possible," you say, much to Baffle's surprise. "No one, not even Zark, has seen the magic that I can perform."

Chapter 3

The castle of old King Thalem is a chilly and lonely place. Fires burn only dimly in the enormous fireplaces. And there is no fire left in the hearts of the soldiers and advisers living in the castle.

As Baffle leads you through the great stone halls, you see a young man. He has long blond hair and dark blue eyes that shine just below a gold, jeweled crown.

"Baffle!" the young man calls out. "You are the one bright spot in this gloomy castle. Where have you been, you old jokester?"

"Prince Milton," Baffle says, "I have found a wizard who can break Zark's spell."

"Where?" Milton asks.

"Right here," you say, stepping forward.

"Can you see me, my young wizard?" Milton asks.

You shake your head yes.

"Well, there is no great wizardry in that," Milton says. "But can you open my brother's eyes? That is the question."

"There's only one way to find out," you say.

"My brother won't make your task easy, I warn you. Zark's spell has made Jonador even more hot-tempered than he was before," Milton says.

"Make way for the wizard. Make way for the wizard," Baffle calls out as he leads you into the throne room.

There you see a group of knights. They are standing around a table looking at a map. In the middle of the group is Jonador, wearing a crown exactly like Milton's.

Jonador and Milton are brothers, but they are nothing alike. Jonador wears his sadness and worry like a suit of armor. His

hair and eyes are dark. Most of his face is hidden under a thick beard. Jonador looks at you and then yells at Baffle.

"I have no time for your jokes, fool," he shouts. "King Rafscol is going to send his army to kill us. You won't be laughing your silly laugh then."

"Prince Jonador, maybe Zark's spell has made you blind to your brother. But don't let it make you blind to your friends," Baffle says.

Jonador folds his arms across his chest and walks right up to you. "We need a wizard's magic to save Karn. But instead of a tree, he brings me a sapling. You are indeed a fool, Baffle," Jonador says.

"Funny you should mention a tree, Sire. That is where the young wizard and I met," Baffle says.

"Then that is where you should have left your wizard," Jonador snaps.

"Listen for one moment," Milton begs his brother.

"You see? Your brother believes in me," you say.

"Who are you pointing to, wizard?" Jonador asks you.

"To your brother, of course," you answer.

Swiftly Jonador draws his heavy golden sword. He swings it down, slicing the map and the table in two. Everyone jumps back.

"You dare say that my brother spoke to you? You are trying to trick me just like the others! But I will never tell my half of the message to anyone's face but my brother's," Jonador says.

"I have the power to break Zark's spell," you say calmly. Quickly, you draw your Magic Micro from your pocket.

Jonador looks at the Micro in amazement. Then his face suddenly breaks into a strange, very unfriendly smile.

"I will give you a test," he says. "Take my golden sword, which I must soon wear to battle our good neighbors, and change it to a dove of peace. Then I will believe you are a wizard."

Jonador hands you the sword. "I'll give you a clue, little wizard," he says. "The

legend of Karn tells us that there are magic words inscribed on this sword, but no one can figure out what the words are." You look at the sword and see a jumble of letters inscribed on its blade. "The legend also says that a magic number will reveal the magic words."

Just as you are wishing you were back in your safe, warm bedroom, the Magic Micro starts beeping.

Give me the jumbled letters, says the message on its screen.

Carefully type the following program into your computer. When you have typed these lines, turn to pages 64-65 and type in the lines listed for your computer. When you have finished typing, run the program. Turn to the Magic Scroll on page 66 for instructions on how to make this program work.

PROGRAM 2

```
1ØØ  REM  SWORDOVE
11Ø  GOSUB 9ØØ
12Ø  PRINT "WHICH KEY?";
13Ø  INPUT K:IF (K<Ø)+(K>25) THEN 12Ø
```

```
14Ø  IF K=Ø THEN END
15Ø  FOR I=1 TO 4:READ A$
16Ø  FOR J=1 TO LEN(A$)
17Ø  SB=J:SE=1:GOSUB 8ØØ
18Ø  IF XC$=" " THEN 22Ø
19Ø  XC=ASC(XC$)-K
2ØØ  IF XC<ASC("A") THEN XC=XC+26
21Ø  XC$=CHR$(XC)
22Ø  PRINT XC$;
23Ø  NEXT J
24Ø  PRINT
25Ø  NEXT I
26Ø  RESTORE:PRINT:PRINT:GOTO 12Ø
27Ø  DATA PEC HSAR CSYV WASVHW
28Ø  DATA PIX FEXXPIW GIEWI
29Ø  DATA ERH RSA WIX JVII
3ØØ  DATA XLI HSZI SJ TIEGI
```

With a smile of success, you turn and shout out the magic words. The golden sword begins to tremble in your hands, and in seconds it has turned into a gentle, cooing dove.

"Three cheers for the wizard!" the knights shout.

"You are indeed a wizard. And a welcome friend in Karn," Jonador says, offering you his hand to shake. "Now you must use your wizardry again! You must go to

Zark's castle and find the secret of the spell he has cast upon me."

Jonador looks into the faces of his knights. "Who will go with the little wizard?" But the knights are looking around the room. Not one of them wants to go to Zark's castle with you.

"Come, come," yells Jonador. "There isn't a minute to lose. My brother and I must find the Ring of the Purple Sea Mist or war will break out! Baffle, will you guide this wizard to Zark's castle?"

"I would go, Sire," says Baffle. "But tonight is the night for my yearly bath. You wouldn't want me to go another year without a bath, would you?"

So an hour later, you are on your way to Zark's castle — all by yourself. And for the second time you find yourself in the chilly, thick forest. It is the middle of the night and not even the moonlight can get through the tangle of leaves and vines overhead. How are you supposd to find Zark's castle when you can't even see your hands in front of your face?

Suddenly, from behind, you hear the shrill neigh of a horse at full gallop. Once again, the huge black horse and its black-caped rider streak through the forest at top speed. They stop only inches away from you.

"You know, if cops gave tickets for speeding in this forest, you'd be in big trouble," you say to the rider, who stares out at you from behind his black cape.

"What are you talking about? I do not understand you," the rider says.

"Never mind," you say, laughing to yourself. "Maybe you can help me. I'm looking for Zark, the wizard."

"You do not have to look for him. *He* has found *you*!" the rider says. He reaches down, and with one arm he sweeps you up under his cape. Then his horse takes off through the forest at top speed.

Chapter 4

The horse's hooves beat in rhythm against the dirt. But after a while the sound changes. You are stuffed inside Zark's cape and can't see anything. But your other senses tell you what's going on. Horse hooves clopping on wood. Zark is taking you across a drawbridge. Horse hooves echoing on cobblestone. You must be entering the courtyard of his castle.

Zark gets off his horse and carries you on his shoulder. You hear a crackling fire and you know you're inside.

Finally, Zark removes his heavy cape and unveils you like a statue. You're in a large room filled with books, jars of powders, and bottles of liquids. And there is a large,

warm, welcoming fire burning in the fireplace. Cats of different sizes but all the same color — black! — roam through the room.

"Great cats," you say, scratching one under the chin. You pick up a plump one and put it on your shoulder.

"You *must* be a wizard," Zark says, "because the fools who live in Karn are frightened of my cats. They think cats have evil spirits."

"Only when they knock over the garbage cans at night," you say.

Maybe you should be more frightened of this cruel wizard. After all, he has forced the entire Kingdom of Karn into a war they don't want and can't win. But now, without his black cape hiding him or his black horse kicking at you, he doesn't seem so powerful.

"I have lived in this castle for two hundred years. I can change the weather and make crops grow or die. And I can control these people like so many puppets. I am the natural ruler of Karn. It be-

longs to me!" Zark says. He starts to say something else, but his words are cut off by a serious coughing fit.

"I know what your problem is! You don't get enough exercise," you say. You run out of the room and Zark runs after you. You run right into Zark's kitchen. At least that's what you *think* it must be — there are an awful lot of eggs around.

"'Bat eggs and alligator eggs," Zark says, seeing your puzzled stare. He has caught up with you.

Hmmm.

"You don't seem like such a bad guy, Zark," you say, still feeling brave. "Why don't you tell me how to undo the spell?" That was a mistake.

"You can't use your magic on me, young wizard," yells Zark. "It will get you nowhere."

Suddenly he reaches over and pricks the back of your hand with a silver needle. "Now we'll try a little of *my* magic!"

"Zark — what have you done to me?" you ask.

"My silver needle was dipped in a strong potion. You will feel the disease taking over your body soon," he says.

"What kind of disease?" you ask, afraid of the evil in this madman.

"Your body will burn with fever. You will itch, and scabs will cover your body from head to foot. Scratch yourself until you are half crazy, but it will only get worse. Death will seem like a mercy to you," Zark says with a laugh.

This terrible spell that Zark is inflicting on you sounds familiar. It seems that a kid in your class had a sickness just like it. That's right! He had chicken pox!

"Zark, before I die, you must tell me one thing. What is the secret of the spell you have cast on Jonador? I must know," you say.

"What harm can you do to me now?" Zark says, mostly to himself. "I will tell you, little wizard. The spell could be broken if the dead king's name could be repeated one hundred times in less than a minute. It must be said both backward and

forward at the same time! Even if someone does figure out how to break the spell, no human will be able to perform it."

"Not bad," you say as your final words. Then you fall face-first on the floor and lie motionless.

Chapter 5

Zark's cats sniff at your body lying on the floor. Finally the wizard turns you over to look at your face.

You burst out laughing. You can't keep it in any longer. "Admit it, Zark, I really had you fooled," you say, standing up.

"This cannot be," Zark says, his eyes wide. "There is not a mark on your face."

"Zark, if I guessed right, you just tried to give me a case of the chicken pox. Sorry, pal. I was immunized against it when I was a little kid," you say, showing the wizard your vaccination mark.

Zark stares at the mark on your arm. Suddenly he grabs your face between his hands and stares into your eyes. His wiz-

ard's intuition helps him understand. Without saying a word, the truth seems to travel from your brain to his. You are not like any other wizard he's ever seen before.

"You are not a wizard — you are not of this time!" Zark shouts with fear in his voice. The truth has finally dawned on him.

While Zark backs away from you, you head for the door and run out of the castle. The fastest way back to the king's castle is by horse — and the only horse around is Zark's.

You make a try for the stirrups, but they are too high. Then you get an idea. You lead Zark's horse over to the stone fence that surrounds the castle yard. Climbing onto the fence gives you the height you need to jump onto the back of the horse. Holding on for dear life, you gallop off.

You race through the forest as fast as the horse can run. But Zark is soon onto your plan. He casts a spell and sends fireballs shooting from the trees. They just miss you

and burn holes in the ground. The horse stops and rears up. It's too afraid of the smoke and the fire to go any farther. So you quickly tie your jacket around the horse's eyes and spur him on again. After that, you ride without slowing down until you reach the castle of Jonador and Milton.

You rush to the throne room. The knights are still there. So are Milton, Baffle, and Jonador.

"What news do you have?" Milton asks the minute he sees you.

"Good news," you say.

"Who are you talking to?" Jonador asks.

"To your brother, of course," you say.

"I see no one!" Jonador shouts.

"But I think you will soon," you say. "Zark has told me the secret of his spell against you."

"Then do not delay. Tell me, young wizard. I want to see my beloved brother again so that together we can save Karn from a terrible war," Jonador says.

"To break the spell, you have to repeat your father's name, King Thalem, one

hundred times — backward and forward — in less than a minute," you say.

"Let's see, 'King Thalem' backward would be 'Melaht Gnik'!" Jonador says. He tries to say the words as quickly as he can, but he cannot say them fast enough.

"Dear Baffle," Milton says, "you have always had a quick tongue with a joke. Try to say my father's name and break this spell."

"I will, Milton," Baffle says. "No one is more anxious than I am to show you to your brother's eyes."

"Baffle! Do not stare into space like an idiot," Jonador says. "Say the words. I command everyone in this room to say the words backward and forward as fast as you can."

The room echoes with voices, all speaking at once and very quickly.

"Milton is not here! It does not work!" Jonador shouts. "Zark has cast a spell on you, too, wizard. Get out of here!"

"Don't you have any magic left, wizard?" Milton pleads.

"Wait a minute! Of course I have," you say.

Perhaps it's true that no human can say the words fast enough. But you almost forgot about your Magic Micro.

Carefully type the following program into your computer. When you have typed these lines, turn to pages 67-69 and type in the lines listed for your computer. When you have finished typing, run the program. Your Magic Micro will do the rest.

PROGRAM 3

```
1ØØ  REM THALEMS NAME
11Ø  GOSUB 9ØØ:GOSUB 96Ø:GOSUB 97Ø
12Ø  FOR I=1 TO 1ØØ
13Ø  VT=VT+1:IF VT=SH THEN GOSUB 9ØØ
     :VT=1
14Ø  FOR J=11 TO 1 STEP -1
15Ø  HT=J:GOSUB 91Ø
16Ø  READ A$:PRINT A$;
17Ø  FOR K=1 TO WT
18Ø  NEXT K
19Ø  NEXT J
2ØØ  RESTORE:NEXT I
21Ø  END
22Ø  DATA K,I,N,G, ,T,H,A,L,E,M
```

In a few seconds, your Magic Micro has done it.

"Milton!" Jonador shouts. He runs to his brother and embraces him.

"The spell has been broken. Zark has been defeated," Milton says.

"And we shall rule Karn just as our father commanded," Jonador says. "I decree a celebration. From sunup to sundown tomorrow we will celebrate this victory over Zark. And our guest of honor will be our young wizard!"

A day of celebration in your honor! The knights shout "Hooray!" as they carry you around the room on their shoulders.

But you've got a funny feeling in your stomach. Something tells you that this is like partying in the locker room *at halftime*. It's not such a great idea to celebrate until the whole game is over.

Chapter 6

The next morning, Baffle wakes you up. The jingling of the bell on his fool's cap sounds like an ancient alarm clock. You sit up in your enormous wooden bed and kick off the large sheepskins you used for covers. For a minute, you don't remember where you are.

"Young wizard, you can't sleep through the day of celebration. It's being given in your honor," Baffle says, holding something behind his back.

"What are you hiding, Baffle?" you ask.

"A gift from Milton," Baffle says. He sets down a dark blue shirt and pants with gold and silver beads sewn on. "And this is from Jonador." Baffle hands you a medal with a

golden eagle to wear around your neck. The eagle on the medal is the same as the one on the handle of Jonador's golden sword. "King Thalem himself used to wear this medal," Baffle adds.

You dress quickly. Then Baffle leads you outside to the castle grounds where the celebration will be held.

The revelry lasts all day. There are tournaments, dances, and exhibitions until the sun begins to descend in the sky. Then, Jonador announces, "Now we shall feast!"

The crowd gathers around the banquet table in the castle. Jonador raises his silver wine goblet and says, "A toast to the young wizard who has brought my brother back to me!"

Everyone gives a cheer. But when the cheer dies down, a high-pitched giggle takes its place.

"Who dares laugh at me?" Jonador shouts.

"Brother," Milton says, trying to calm Jonador, "do not be angry. I know that

laugh. There is a spirit of the woods — a wood sprite! — nearby."

Another strange giggle, the same as the first, answers Milton. Then a tiny person jumps to the middle of the feast table. She has leaves and vines covering her green skin. Now you've seen everything!

"Magical wood sprite, have you come to meet our new young wizard? Join our celebration!" Milton says.

The tiny wood sprite doesn't say a word. She simply touches one finger to a large apple in a bowl of fruit. The red apple immediately turns to glittering, solid gold.

"When I hide in a tree, can you find me?" sings the wood sprite in a lilting voice. "I'll dodge and I'll dart. You'll have to be smart. This apple is the prize for the one with sharp eyes."

The wood sprite grabs up the golden apple and flutters off the table. She disappears with the apple into the woods.

Everyone runs to the window. "The golden apple would be a wonderful prize,"

says Baffle, "but it's impossible to find that wood sprite now."

"It might not be impossible for a wizard," says Jonador, as all eyes stare at you. This wizard business is getting to be quite a job!

You are about to admit that you haven't got a clue about how to find the wood sprite and the apple when the Magic Micro begins to beep and light up.

You can follow the sprite on my screen, it says. *Take a look.*

Type this program into your computer. (Lines 160, 350, and 360 must each be typed as one line.) When you have typed these lines, turn to pages 70-72 and type in the lines listed for your computer. Run the program. Turn to the Magic Scroll on pages 72-73 for more details on how to track the wood sprite using this program.

PROGRAM 4

```
1ØØ  REM  WOODSPRITE
11Ø  DIM T1(7),T2(7),T3(7),T4(7)
12Ø  GOSUB 9ØØ:GOSUB 97Ø
13Ø  FOR I=1 TO 7
14Ø  T1(I)=I
```

```
15Ø  READ HT,VT:T3(I)=HT:T4(I)=VT
16Ø  GOSUB 91Ø:PRINT "T";
     CHR$(I+48);
17Ø  NEXT I
18Ø  FOR I=7 TO 2 STEP -2
19Ø  RX=I:GOSUB 93Ø
2ØØ  P=T1(RD)
21Ø  T1(RD)=T1(I)
22Ø  T1(I)=P
23Ø  NEXT I
24Ø  FOR J=1 TO 1Ø
25Ø  J2=7:GOSUB 37Ø
26Ø  NEXT J
27Ø  GOSUB 93Ø:J2=RD
28Ø  GOSUB 37Ø
29Ø  J2=RD+1:IF J2=8 THEN J2=1
3ØØ  VT=17:HT=1:GOSUB 91Ø
31Ø  PRINT "THE WOODSPRITE JUST"
32Ø  PRINT "LEFT TREE ";T1(RD);"."
33Ø  PRINT "WHERE DID IT GO?";
34Ø  INPUT TG:IF TG<>T1(J2) THEN 36Ø
35Ø  GOSUB 9ØØ:PRINT
     "THE GOLDEN APPLE IS YOURS":END
36Ø  GOSUB 9ØØ:PRINT "YOU MISSED."
     :PRINT "IT FLEW AWAY!":END
37Ø  FOR I=1 TO J2
38Ø  HT=T3(T1(I)):VT=T4(T1(I))+1
39Ø  GOSUB 91Ø
4ØØ  PRINT "*";
41Ø  FOR M=1 TO N:NEXT M
42Ø  GOSUB 91Ø:PRINT " ";:NEXT I
43Ø  RETURN
44Ø  DATA 5,2,9,4,13,6,11,3,17,5
45Ø  DATA 14,12,7,14
```

The golden apple magically appears in your hands, thanks to your Magic Micro! The two kings congratulate you once again. "All that is left is to find the Ring of the Purple Sea Mist."

That night you go to sleep with the golden apple tucked under one arm and your other arm around the Magic Micro. You are sleeping soundly when you are awakened by an urgent whisper. It's Baffle.

"Wake up," he whispers in your ear. You open one eye and notice that it is still dark.

"Let me sleep, Baffle," you yawn.

"No. You must come with me, quickly!" Baffle replies, shaking your arm. "Zark has put another spell on Jonador and Milton!"

Chapter 7

Baffle leads the way with a flaming torch through the cold, dark halls of the castle. When you get to the throne room, you see Jonador and Milton both pacing back and forth. Every time Jonador gets to a wall of the room, he hits it with his fist. Then he turns and walks the other way. Milton walks with his arms grimly at his sides.

"Zark has tricked us again," Milton says when he sees you. "He must have been at the celebration in some disguise."

"What kind of spell has he cast this time?" you ask.

"As you know, our father gave half of a message to Milton and half to me," Jonador says. "When the time is right, we are

to tell our messages to each other. Milton and I agreed that tonight was the right time."

"And now you can't remember where the messages are?" you ask.

"No, by thunder. We have the messages," Jonador says, giving the wall another healthy smack. "Zark's torture is more cruel than that — we cannot remember how to uncode them! And the ring must be found today!"

"Well," you say, still yawning because of the early hour, "I guess the first thing to do is tell me the coded messages."

Suddenly Jonador leaps at you. "What is this? Are you trying to trick us into revealing the secret of the ring?" he says.

"Jonador! Has Zark's spell also chased your senses from your brain?" Milton says, rushing over to pull Jonador's hands from your throat. "Surely this is the one person we may trust."

Milton goes first. He takes a small purple leather pouch from around his neck. He unties the many knots that lock the bag

and hands you a small piece of parchment. On it, half of King Thalem's message is written. Jonador also takes a piece of parchment from an identical pouch and gives it to you.

Jonador's message from his father says: TEIGSNHCVSOE. And Milton's reads: HRNIITEAETN.

"But these are just letters," you say, looking at the messages.

"They are more than that," Jonador says. "They are the last instructions of a king to his sons."

"Young wizard, the lives of everyone in Karn depend on your figuring out what these letters mean," Milton reminds you.

"Then let's see what the Magic Micro has to say about this alphabet soup," you say.

The Magic Micro is a whiz at decoding! Type in this program very carefully. When you have typed these lines, turn to the Magic Scroll on pages 74-75 and type in the lines listed for your computer. When the program asks *What's Jonador's code?*, answer by typing in Jonador's

jumbled half of the message. Type in Milton's jumbled half when the computer asks for it. Be sure to get each message right, or the Magic Micro won't be able to help you decode the message.

PROGRAM 5

```
1ØØ  REM  JONADORS CODE
11Ø  GOSUB 9ØØ
12Ø  PRINT "WHAT'S JONADOR'S CODE?"
13Ø  INPUT J$
14Ø  PRINT "WHAT'S MILTON'S CODE?"
15Ø  INPUT M$
16Ø  FOR I=1 TO LEN(J$)
17Ø  A$=J$:SB=I:SE=1:GOSUB 8ØØ
18Ø  PRINT XC$;
19Ø  IF I>LEN(M$) THEN 23Ø
2ØØ  A$=M$:SB=I:SE=1:GOSUB 8ØØ
21Ø  PRINT XC$;
22Ø  NEXT I
23Ø  END
```

"The wizard has figured out the message!" Baffle shouts.

"But what's the cave stone?" you ask.

"The cave stone is like a key. It opens a secret vault in the cave where our father

is buried. You shall soon see it for yourself. Baffle, make certain we have the swiftest horses for our early-morning ride," Milton says.

Day is just breaking over the mountaintops when you arrive at the cave. It is marked with the emblem of the king — the golden eagle.

"You must wait outside, wizard," Milton says. "No one but kings may enter this cave — only dead kings and the living kings who bury them." Then he and Jonador disappear into the cave.

You wait with Baffle, and before too long the two kings return. Milton is wearing the Ring of the Purple Sea Mist. "We must hurry to show it to King Rafscol, our neighbor. We must assure him that our intentions are peaceful," Milton says.

"It is a dangerous journey," Jonador says. "Who shall carry the ring to Rafscol?"

For a minute, the brother kings look at each other. Then Jonador and Milton look straight at you.

Oh, no — not again!

Chapter 8

You set out to see King Rafscol. You must get him the ring before sundown, and you're not even sure where to find him.

You run down the road. And when you're too tired to run, you walk. Jonador and Milton gave you quick directions. You hope you got them right.

"Hold on there," a voice calls to you from behind a tree. A knight pointing his silver sword steps onto the road in front of you. "That's just what I was looking for," the knight says, pointing to the ring you are wearing on your finger. "Come with me."

But you don't want to go with him. So the knight drags you by the arm. "Where are you taking me?" you shout.

The knight is soon joined by more

knights. They all lead you toward a large tent. Inside, a pig is roasting over red-hot coals. The knight pushes you to your knees and says in a loud voice, "His majesty, King Rafscol!"

Then a man who's shorter than anyone you've ever seen walks into the tent wearing a golden crown and a long white fur cape. He takes the ring from you and frowns. He looks like someone who didn't get what he wanted for Christmas.

"Your majesty, Karn will keep the peace. Will you?" you ask.

King Rafscol ignores you and says, "Send a messager to tell my queen I've had a change of plans. I'll be home for dinner tonight!" Home for dinner — those words have a wonderful sound to them!

Several days later you finally return to Karn. Jonador and Milton thank you and propose another celebration. But you want only one kind of celebration: a welcome-home party. You can't wait for your Magic Micro to take you back where you belong.

After saying good-bye, you once again

stand in the dark forest outside the Kingdom of Karn. You're just about to enter the program in your Magic Micro when an old man walks slowly up to you. His hair is long and gray, his black cape worn and ragged.

"Zark?" you ask. You can hardly believe it is the same person. "You look like you've be run over by a tank. What happened to you?"

"You have defeated me twice, but you shall not do it again and ruin me," Zark says in a weak voice.

"Zark, I'm going back to my time. We can say good riddance to each other," you say. You enter the program in your Magic Micro . . . but nothing happens.

"I have put a spell on you," Zark says with a laugh. "This is your punishment."

"Well, I've got to say this for you — you don't give up," you tell the evil wizard.

"All over Karn people are celebrating," Zark says. "Bonfires and candles are being lit because you have avoided war by showing the neighboring kingdom the Ring of the Purple Sea Mist as a symbol of

Karn's peaceful intentions. But you will never be able to return to your time — unless you can extinguish all of the flames before midnight!"

"All the candles before midnight! That's impossible!" you cry. You should know that the word "impossible" really makes your Magic Micro start humming.

Let's try it anyway, say the words on its screen.

Type the following program into your computer. When you have typed these lines, turn to pages 76-79 and type in the lines listed for your computer. When you have finished typing, run the program. Turn to the Magic Scroll on pages 79-80 and find out how you can use this program to blow out all the candles in the kingdom of Karn!

PROGRAM 6

```
1ØØ  REM  CANDLES
11Ø  GOSUB 9ØØ:GOSUB 96Ø:GOSUB 97Ø
12Ø  XØ=1:YØ=INT(SH/2)
13Ø  RX=SW-5:GOSUB 93Ø:X1=RD+4
14Ø  RX=SH-1:GOSUB 93Ø:Y1=RD
15Ø  VT=Y1:HT=X1:GOSUB 91Ø
16Ø  PRINT "!";
```

```
17Ø  VT=YØ:HT=XØ:GOSUB 91Ø
18Ø  PRINT "X";
19Ø  FOR I=1 TO WS
2ØØ  GOSUB 94Ø:IF KY$=NU$ THEN 39Ø
21Ø  IF KY$<>"I" THEN 25Ø
22Ø  GOSUB 43Ø
23Ø  YØ=YØ-1:IF YØ<1 THEN YØ=1
24Ø  GOTO 17Ø
25Ø  IF KY$<>"J" THEN 29Ø
26Ø  GOSUB 43Ø
27Ø  YØ=YØ+1:IF YØ>SH-1 THEN YØ=SH-1
28Ø  GOTO 17Ø
29Ø  IF KY$<>" " THEN 39Ø
3ØØ  B=B+1:IF B>25 THEN 47Ø
31Ø  FOR J=2 TO X1-2
32Ø  VT=YØ:HT=J:GOSUB 91Ø
33Ø  PRINT " ->";
34Ø  NEXT J
35Ø  GOSUB 91Ø:PRINT "   ";
36Ø  IF YØ<>Y1 THEN 39Ø
37Ø  C=C+1:IF C=2Ø THEN 45Ø
38Ø  GOTO 13Ø
39Ø  NEXT I
4ØØ  B=B+1
41Ø  VT=Y1:HT=X1:GOSUB 91Ø:PRINT " ";
42Ø  GOTO 13Ø
43Ø  HT=XØ:YT=YØ:GOSUB 91Ø
44Ø  PRINT " ";:RETURN
45Ø  GOSUB 9ØØ
46Ø  PRINT "YOU GOT THEM ALL!":END
47Ø  GOSUB 9ØØ
48Ø  PRINT "YOU RAN OUT OF BREATH"
49Ø  PRINT "AFTER ";C;"CANDLES."
5ØØ  END
```

As soon as all the candles and flames go out in Karn, there is a large flash of light-

ning in the sky above the forest. When you open your eyes, Zark looks even older. His clothes are even more ragged.

"Excuse me," he says in a low, hoarse voice. "I am only a lowly beggar, but can you give me something so that I may eat and find shelter? The nights in the forest are very bitter."

"Zark, don't you know me?" you ask. But you can tell by his face that he is no longer a wizard. And he is no longer Karn's strongest enemy. He is now just a wandering beggar and you are a stranger to him. Slowly you take the golden eagle medallion Jonador gave you from around your neck. You hand it to Zark. "This will protect you from now on, old man," you say.

"I think we'd better be getting home," you say to the Magic Micro. Quick as you can say "RUN," your Magic Micro takes you away from Karn and back to your own time and your own home . . . until you're ready to take off on another adventure with the amazing Magic Micro.

Magic Scroll

The Magic Scroll is here to help you. Flip through the next few pages. Find the heading for the kind of computer you are using. The Magic Scroll will tell you what lines to add and what lines to take out to make each program run on your computer. The Magic Scroll will also tell you a little bit about each program.

PROGRAM 1

Changes:

If you have an Atari, add these lines to Program 1. (Line 960 must be typed as one line.)

```
9ØØ PRINT CHR$(125):RETURN
91Ø POSITION VT-1,HT+1:RETURN
93Ø RD=INT(RND(Ø)*RX+1):RETURN
96Ø SW=38:SH=24:AC=25:
     AS=128:MU=255:RETURN
98Ø SOUND Ø,RD,1Ø,8
985 SOUND Ø,Ø,Ø,Ø:RETURN
```

If you have a Radio Shack Color Computer (requires extended BASIC), add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
930 RD=INT(RND(RX)):RETURN
960 SW=32:SH=16:AC=12:AS=128:
    MU=255:RETURN
980 SOUND RD,5:RETURN
```

If you have a VIC-20, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.)

```
900 PRINT CHR$(147);:RETURN
910 POKE XT,HT-1:POKE YT:
    POKE FG,0:SYS PL:RETURN
930 RD=INT(RX*RND(1)+1):RETURN
960 SW=22:SH=22:AC=30:AS=96:
    XT=782:YT=781:FG=783:PL=65520:
    MU=120:RETURN
980 POKE 36878,15
982 POKE 36874,RD+128:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.) Also remove lines 60 and 70.

```
900 CLS:RETURN
910 HZ=INT(HT-1+(VT-1)*SW+0.5):
    PRINT @HZ,"";:RETURN
930 RD=INT(RND(RX)):RETURN
960 SW=64:SH=16:AC=30:AS=33:
    MU=255:RETURN
980 RETURN
```

If you have an Apple II+ or Apple IIe, add these lines to Program 1. Also remove line 60.

```
900 HOME:RETURN
910 VTAB(VT):HTAB(HT):RETURN
930 RD=INT(RND(1)*RX+1):RETURN
960 SW=38:SH=24:AC=30:AS=33:RETURN
980 PRINT CHR$(7):RETURN
```

If you have an IBM PC or PCjr, add these lines to Program 1. Also remove line 60. (Line 960 must be typed as one line.)

```
900 CLS:RETURN
910 LOCATE VT,HT:RETURN
930 RD=INT(RND*RX)+1:RETURN
960 SH=24:SW=78:AC=39:AS=174:
     MU=1900:RETURN
980 SOUND RD+50,6:RETURN
```

If you have a Commodore 64, add these lines to Program 1. (Lines 910 and 960 must each be typed as one line.) Also remove line 60.

```
9ØØ PRINT CHR$(147);:RETURN
91Ø POKE XT,HT-1:POKE YT:
    POKE FG,Ø:SYS PL:RETURN
93Ø RD=INT(RX*RND(1)+1):RETURN
96Ø SW=4Ø:SH=24:AC=3Ø:AS=96:
    XT=782:YT=781:FG=783:PL=6552Ø:
    RETURN
98Ø POKE 54296,15
982 POKE 54273,34:POKE 54272,75:
984 POKE 54273,Ø:POKE 54272,Ø:
985 FOR K1=1 TO 2Ø:NEXT K1
986 RETURN
```

About the program:

When you type in your destination and press ENTER, the flashing lights and music transport you right to the Kingdom of Karn. To do this, the program generates 150 random sounds and 150 random characters at various places on the screen.

Note: The Commodore 64 and Apple only produce one sound, and the Radio Shack TRS-80 does not have sound.

Changes:

If you have an IBM PC or PCjr, add these lines to Program 2.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
```

If you have a Commodore 64, add these lines to Program 2.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  PRINT CHR$(147);:RETURN
```

If you have an Atari, add these lines to Program 2.

```
115  DIM A$(80), XC$(1)
8ØØ  XC$=A$(SB,SB+SE-1):RETURN
9ØØ  PRINT CHR$(125);:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 2.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  HOME :RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 2. (Line 800 must be typed as one line.)

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
     A$=A$+B$:RETURN
9ØØ  CLS:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 2.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
```

If you have a VIC-20, add these lines to Program 2.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  PRINT CHR$(147);:RETURN
```

About the program:

You must use your Magic Micro to help you unlock the magic spell which will turn the golden sword into a dove of peace. You program your Magic Micro with the strange incantation and start choosing different keys numbered from 1 to 25. All you need to do is press the key you want to try, then wait for the results. When the spell becomes clear, you will have succeeded in unlocking the secret of the Golden Sword!

PROGRAM 3

Changes:

If you have an IBM PC or PCjr, add these lines to Program 3.

```
9ØØ  CLS:RETURN
91Ø  LOCATE VT,HT:RETURN
96Ø  SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
```

If you have a Commodore 64, add these lines to Program 3. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
96Ø  XT=782:YT=781:FG=783:PL=6552Ø:
     SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 3. (Line 960 must be typed as one line.)

```
9ØØ  HOME :RETURN
91Ø  VTAB(VT):HTAB(HT):RETURN
96Ø  NU$=CHR$(Ø):SW=4Ø:SH=24
     :RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 3. (Line 910 must be typed as one line.)

```
900  CLS:RETURN
910  HZ=INT(HT-1+(VT-1)*32+0.5):
     PRINT @HZ,"";:RETURN
960  NU$=CHR$(0):SW=32:SH=16:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 3. (Line 910 must be typed as one line.)

```
900  CLS:RETURN
910  HZ=INT(HT-1+(VT-1)*64+0.5):
     PRINT @HZ,"";:RETURN
960  NU$=CHR$(0):SW=64:SH=16:RETURN
```

If you have an Atari, add these lines to Program 3. (Line 960 must be typed as one line.)

```
900  PRINT CHR$(125);:RETURN
910  POSITION HT+1,VT-1:RETURN
960  NU$=CHR$(0):SW=37:SH=24:
     :RETURN
```

If you have a VIC-20, add these lines to Program 3. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
96Ø  XT=782:YT=781:FG=783:PL=6552Ø:
     SW=22:SH=22:NU$=CHR$(Ø):RETURN
```

About the program:

This program will be able to say King Thalem's name one hundred times in one minute, backward and forward at the same time. All you have to do is RUN it. Your Magic Micro will do the rest!

Changes:

If you have an IBM PC or PCjr, add these lines to Program 4. (Line 970 must be written as one line.)

```
9ØØ  CLS:RETURN
91Ø  LOCATE VT,HT:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
97Ø  RANDOMIZE(VAL(RIGHT$
     (TIME$,2))):N=25Ø:RETURN
```

If you have a Commodore 64, add these lines to Program 4. (Line 910 must be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
97Ø  RD=RND(-TI):N=15Ø:RETURN
```

If you have an Atari, add these lines to Program 4.

```
9ØØ  PRINT CHR$(125);:RETURN
91Ø  POSITION HT+1,VT-1:RETURN
93Ø  RD=INT(RND(Ø)*RX+1):RETURN
97Ø  N=15Ø:RETURN
```

If you have a VIC-20, add these lines to Program 4. (Line 910 must be typed as one line.)

```
900  PRINT CHR$(147);:RETURN
910  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,0:SYS PL:RETURN
930  RD=INT(RX*RND(1)+1):RETURN
970  RD=RND(-TI):N=150:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 4. (Line 910 must be typed as one line.)

```
900  CLS:RETURN
910  HZ=INT(HT-1+(VT-1)*64+0.5):
     PRINT @HZ,"";:RETURN
930  RD=INT(RND(RX)):RETURN
970  N=150:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 4. (Line 910 must be typed as one line.)

```
900  CLS:RETURN
910  HZ=INT(HT-1+(VT-1)*32+0.5):
     PRINT @HZ,"";:RETURN
930  RD=INT(RND(RX)):RETURN
970  N=150:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 4.

```
9ØØ  HOME :RETURN
91Ø  VTAB(VT):HTAB(HT):RETURN
93Ø  RD=INT(RND(1)*RX)+1:RETURN
97Ø  N=15Ø:RETURN
```

About the program:

Wood Sprite is a game in which you must have quick eyes and a good memory. Your Magic Micro will show the location of the wood sprite as it moves from tree to tree. It may start anywhere, but it always visits every tree. It may fly in a different order each time you run the program, but it will always repeat that same order throughout the program.

When you run this program, watch the wood sprite very carefully. Memorize the order in which it visits each tree. After it stops flying, your Magic Micro will tell you the last tree it left. You must give the number of the tree it would have gone to next.

Example: Suppose you see the wood sprite fly in this order:

T3 T7 T2 T6 T4 T5 T1

It will repeat that order several times. Then, say your Magic Micro tells you that the wood sprite just left tree 6. If you guess that it would go to (tree) 4, then you get the golden apple. If you guess any other number, the wood sprite will escape.

PROGRAM 5

Changes:

If you have an IBM PC or PCjr, add these lines to Program 5.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
```

If you have an Apple II + or Apple IIe, add these lines to Program 5.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  HOME :RETURN
```

If you have a Commodore 64, add these lines to Program 5.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  PRINT CHR$(147);:RETURN
```

If you have a VIC-20, add these lines to Program 5.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  PRINT CHR$(147);:RETURN
```

If you have an Atari, add these lines to Program 5.

```
115  DIM A$(4Ø),J$(4Ø),M$(4Ø),XC$(1)
8ØØ  XC$=A$(SB,SB+SE-1):RETURN
9ØØ  PRINT CHR$(125);:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 5.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 5.

```
8ØØ  XC$=MID$(A$,SB,SE):RETURN
9ØØ  CLS:RETURN
```

About the program:

This program will let your Magic Micro decode the special message that Jonador and Milton share. Be sure to put the messages in for the right person, or you will not be able to decode the secret message.

PROGRAM 6

Changes:

If you have an IBM PC or PCjr, add these lines to Program 6. (Lines 940 and 970 must each be typed as one line.)

```
9ØØ  CLS:RETURN
91Ø  LOCATE VT,HT:RETURN
92Ø  FOR WS=1 TO WT:NEXT:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
94Ø  KY$=INKEY$:IF KY$="" THEN
     KY$=NU$
95Ø  RETURN
96Ø  SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
97Ø  RANDOMIZE(VAL(RIGHT$(TIME$,2)))
     :WS=25Ø:RETURN
```

If you have a VIC-20, add these lines to Program 6. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
92Ø  FOR WS=1 TO WT:NEXT:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
94Ø  GET KY$:IF KY$="" THEN KY$=NU$
95Ø  RETURN
96Ø  XT=782:YT=781:FG=783:PL=6552Ø:
     SW=22:SH=22:NU$=CHR$(Ø):RETURN
97Ø  RD=RND(-TI):WS=12Ø:RETURN
```

If you have an Atari, add these lines to Program 6. (Lines 940, 950, and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(125);:RETURN
91Ø  POSITION HT+1,VT-1:RETURN
92Ø  FOR WS=1 TO WT:NEXT WS:RETURN
93Ø  RD=INT(RND(Ø)*RX+1):RETURN
94Ø  K=PEEK(KZ):IF K=255 THEN
     KY$=NU$:RETURN
95Ø  GET #1,KW:KY$=CHR$(KW):
     POKE 764,255:RETURN
96Ø  NU$=CHR$(Ø):SW=37:SH=24:
     KZ=764:KW=Ø:OPEN #1,4,4,"K:"
     :RETURN
97Ø  WS=1ØØ:RETURN
```

If you have an Apple II+ or Apple IIe, add these lines to Program 6. (Lines 940, 950, and 960 must each be typed as one line.)

```
9ØØ  HOME :RETURN
91Ø  VTAB(VT):HTAB(HT):RETURN
92Ø  FOR WS=1 TO WT:NEXT:RETURN
93Ø  RD=INT(RND(1)*RX)+1:RETURN
94Ø  KY$=NU$:KY=PEEK (KZ)
     :IF KY < 128 THEN RETURN
95Ø  KY$=CHR$(KY-128):POKE KW,Ø
     :RETURN
96Ø  NU$=CHR$(Ø):SW=4Ø:SH=24
     :KZ=-16384:KW=-16368:RETURN
97Ø  WS=15Ø:RETURN
```

If you have a Radio Shack TRS-80, add these lines to Program 6. (Lines 910 and 940 must each be typed as one line.)

```
900  CLS:RETURN
910  HZ=INT(HT-1+(VT-1)*64+0.5):
     PRINT @HZ,"";:RETURN
920  FOR WS=1 TO WT:NEXT:RETURN
930  RD=INT(RND(RX)):RETURN
940  KY$=INKEY$:IF KY$="" THEN
     KY$=NU$
950  RETURN
960  NU$=CHR$(0):SW=64:SH=16:RETURN
970  WS=75:RETURN
```

If you have a Radio Shack Color Computer, add these lines to Program 6. (Lines 910 and 940 must each be typed as one line.)

```
900  CLS:RETURN
910  HZ=INT(HT-1+(VT-1)*32+0.5):
     PRINT @HZ,"";:RETURN
920  FOR WS=1 TO WT:NEXT:RETURN
930  RD=INT(RND(RX)):RETURN
940  KY$=INKEY$:IF KY$="" THEN
     KY$=NU$
950  RETURN
960  NU$=CHR$(0):SW=32:SH=16:RETURN
970  WS=125:RETURN
```

If you have a Commodore 64, add these lines to Program 6. (Lines 910 and 960 must each be typed as one line.)

```
9ØØ  PRINT CHR$(147);:RETURN
91Ø  POKE XT,HT-1:POKE YT,VT-1:
     POKE FG,Ø:SYS PL:RETURN
92Ø  FOR WS=1 TO WT:NEXT:RETURN
93Ø  RD=INT(RX*RND(1)+1):RETURN
94Ø  GET KY$:IF KY$="" THEN KY$=NU$
95Ø  RETURN
96Ø  XT=782:YT=781:FG=783:PL=6552Ø:
     SW=4Ø:SH=24:NU$=CHR$(Ø):RETURN
97Ø  RD=RND(-TI):WS=15Ø:RETURN
```

About the program:

You must blow out all the candles in the kingdom. As the candles (I) appear, you can move up or down to get even with them, then blow them out. Move UP with the "I" key, move DOWN with the "J" key. BLOW with the space key. Be careful! If you move too slowly or if you blow too often, you won't be able to blow out all the candles.

Continued on the next page.

If you want to make this program run faster, look at the 970 lines in the Magic Scroll. If you make that number smaller, the program will be faster and more challenging. Don't go below 50 when changing the value of the 970 line.

Magic and Adventure Await You . . .

. . . When you travel to the enchanted kingdom of Karn. There you will meet an evil wizard and the good king he has bewitched. It is up to you to break the wizard's spell and save Karn from war! Only you can decode the important message on the magic sword, break the wizard's spell, and stop the armies that are marching toward Karn. Can you do it? Sure you can! All the magic you need is at your command when you use your Magic Micro.

Scholastic Inc.

The six BASIC programs in this book add to the fun. The programs will run on these computers:

- IBM PC
- IBM PCjr.
- APPLE II+
- APPLE IIe
- COMMODORE 64
- VIC-20
- ATARI 400/800
- RADIO SHACK COLOR COMPUTER
- RADIO SHACK TRS-80

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